Kashyap   Page 2
Serial no. 09/753,267
Filed 12/29/2000
Attorney docket no. BEA9-2000-0010-US1

In the claims:

1.   (presently amended) A method for maintaining connection between a first endpoint node
and a second endpoint node in a computer network comprising:

placing the connection between the first endpoint node and the second endpoint node in a
persist state, the first endpoint node being one endpoint of the connection and the second
endpoint node being another endpoint of the connection, wherein the second endpoint node is a
node with which the first endpoint node ultimately desires to be connected;

placing the second endpoint node in an inactive state, such that the second endpoint node
does not attempt to send any data to the first endpoint node while in the inactive state;

rebooting the first endpoint node, such that the connection between the first endpoint node
and the second endpoint node is maintained due to the connection being in the persist state and
the second endpoint node being in the inactive state; and

reconnecting the first endpoint node and the second endpoint node.

2.   (presently amended) The method of claim 1, further comprising, where the second
endpoint node is no longer in the inactive state:

repetitively polling the ~~second~~ first endpoint node by the ~~first~~ second endpoint node; and

responding by a third node acting as an agent on behalf of the ~~second~~ first endpoint node
to the polls.

3.   (presently amended) The method of claim 1, further comprising:

requesting by the ~~second~~ first endpoint node that the ~~first~~ second endpoint node keep the
connection open for a predetermined amount of time; and

maintaining the connection for that predetermined amount of time.

Kashyap   Page 3
Serial no. 09/753,267
Filed 12/29/2000
Attorney docket no. BEA9-2000-0010-US1

4.   (presently amended) The method of claim 1, further comprising activating a connection

between [[a]] the first endpoint node and a fourth node during a shutdown rebooting of the first

endpoint node.

5.   (original) The method of claim 1, wherein the network utilizes UDP protocol.

6.   (presently amended) The method of claim 1, wherein the first endpoint node is a mobile

node. A method for maintaining a connection between a node and a network, comprising:

————requesting an agent to respond on behalf of the node;

————providing connection information to the agent; and

————placing the node in an inactive state.

7.-8.   (cancelled)

9.   (presently amended) A system for maintaining connection between a first endpoint node

and a second node endpoint in a computer network, comprising:

        means for placing the connection between the first endpoint node and the second endpoint

node in a persist state, in which the first node repetitively polls the second node the first endpoint

node being one endpoint of the connection and the second endpoint node being another endpoint

of the connection, wherein the second endpoint node is a node with which the first endpoint node

ultimately desires to be connected;

        means for responding by third node on behalf of the second node to the polls, such that

the first node maintains the connection; and

        means for placing the second node in an inactive state, such that the second endpoint node

does not attempt to send any data to the first endpoint node while in the inactive state;

        means for rebooting the first endpoint node, such that the connection between the first

Kashyap   Page 4
Serial no. 09/753,267
Filed 12/29/2000
Attorney docket no. BEA9-2000-0010-US1

endpoint node and the second endpoint node is maintained due to the connection being in the

persist state and the second endpoint node being in the inactive state; and

       means for reconnecting the first endpoint node and the second endpoint node.

10.   (presently amended) The system of claim 9, further comprising:

       means for reactivating the second endpoint node; and

       means for reactivating the connection between the second endpoint node and the first

endpoint node.

11.   (presently amended) The system of claim 9, further comprising a means for creating

(activating) a connection between a the first endpoint node and a fourth node during a shutdown

of the first endpoint node.

12.   (presently amended) The system of claim 9, wherein the network utilizes UDP protocol.
A system for maintaining connection between a node and a computer network comprising:
       means for requesting an agent to respond on behalf of the node;
       means for transferring connection information to the agent; and
       means for placing the node in an inactive state.

13.   (presently amended) The system of claim 9, wherein the first endpoint node is a mobile

node. The system of claim 12, further comprising: means for reactivating the node; and means for

requesting the agent to stop responding on behalf of the node.

14.   (presently amended) The system of claim 9, further comprising means for repetitively

polling the first endpoint node by the second endpoint node where the second endpoint node is no

longer in the inactive state. The system of claim 12, wherein the node is mobile.

15.   (presently amended) An article for maintaining connection between a first endpoint node
and a second <u>endpoint</u> node in a computer network system comprising:

a computer readable signal bearing medium;

means in the medium for placing the connection between the first node and the second
node in a persist state, ~~in which the first node repetitively polls the second node~~ <u>the first endpoint
node being one endpoint of the connection and the second endpoint node being another endpoint
node of the connection, wherein the second endpoint node is a node with which the first endpoint
node ultimately desires to be connected</u>;

~~means in the medium for responding by third node on behalf of the second node to the
polls, such that the first node maintains the connection; and~~

means in the medium for placing the second node in an inactive state<u>, such that the second
endpoint node does not attempt to send any data to the first endpoint node while in the inactive
state;</u>

<u>means in the medium for rebooting the first endpoint node, such that the connection
between the first endpoint node and the second endpoint node is maintained due to the connection
being in the persist state and the second endpoint node being in the inactive state; and</u>

<u>means for reconnecting the first endpoint node and the second endpoint node.</u>

16.   (presently amended) The article of claim 15, further comprising:

means in the medium for reactivating the second <u>endpoint</u> node; and

means in the medium for reactivating the connection between the second <u>endpoint</u> node
and the first <u>endpoint</u> node.

Kashyap   Page 6
Serial no. 09/753,267
Filed 12/29/2000
Attorney docket no. BEA9-2000-0010-US1

17.   (presently amended) The article of claim 15, further comprising means in the medium for activating a connection between the first <u>endpoint</u> node and a fourth node during a shutdown of the first <u>endpoint</u> node.

18.   (presently amended) <u>The article of claim 15, wherein the network utilizes UDP protocol.</u> ~~An article for maintaining connection between a node and a computer network comprising:~~

~~a computer-readable signal bearing medium;~~

~~means in the medium for requesting an agent to respond on behalf of the node;~~

~~means in the medium for providing or transferring connection information to the agent;~~ ~~and~~

~~means in the medium for placing the node in an inactive state.~~

19.   (presently amended) <u>The article of claim 15, wherein the first endpoint node is a mobile node.</u> ~~The article of claim 18, further comprising:~~

~~means in the medium for reactivating the node; and~~

~~means in the medium for requesting the agent to stop responding on behalf of the node.~~

20.   (presently amended) The article of claim ~~18~~ <u>15</u>, wherein the medium is selected from the group consisting of: a recordable data storage medium; and a modulated carrier signal.